

FISH TALES

Operator's Handbook

Including----

Main Menu Chart

Playfield Parts and Locations

Solenoid Table and Locations

Lamp Matrix and Locations

Switch Matrix and Location

Williams Electronics Games, Inc.
3401 N. California Ave.
Chicago, IL 60618

Main Menu

B. Bookkeeping Menu

R.1	Main Audits
	etc., etc.
B.2	Earnings Audits
	etc., etc.
B.3	Standard Audits
	etc., etc.
B.4	Feature Audits
	etc., etc.
B.5	Histograms
	etc., etc.
B.6	Time-Stamp
	etc., etc.

Press Escape

To move out of a menu selection.

Press Enter

To get into a menu selection.

Press Up

Increases sequence; (ex. A.1, A.2, A.3, A.4).

Press Down

Decreases sequence; (ex. A.4, A.3, A.2, A.1).

P. Printouts Menu

P.1	Earnings Data
P.2	Main Audits
P.3	Standard Audits
P.4	Feature Audits
P.5	Score Histograms
P.6	Game Time Histograms
P.7	Time-Stamp
P.8	All Data

Use Up or Down to cycle through the selections in a menu.

Use Escape and Enter to move into and out of the selected menu.

T. Test Menu

T.1	Switch Edges
T.2	Switch Levels
T.3	Single Switches
T.4	Solenoid Test
T.5	Flasher Test
T.6	General Illumination
T.7	Sound and Music Test
T.8	Single Lamps
T.9	All Lamps
T.10	Lamp & Flasher Test
T.11	Display Test

U. Utilities Menu

U.1	Clear Audits
U.2	Clear Coins
U.3	Reset H.S.T.D.
U.4	Set Time & Date
U.5	Custom Message
U.6	Set Game I.D.
U.7	Factory Adjustments
U.8	Factory Resets
U.9	Presets
	etc., etc.
U.10	Clear Credits
U.11	Auto Burn-in

A. Adjustments Menu

A.1	Standard Adjustments
	etc., etc.
A.2	Feature Adjustments
	etc., etc.
A.3	Pricing Adjustments
	etc., etc.
A.4	H.S.T.D. Adjustments
	etc., etc.
A.5	Printer Adjustments

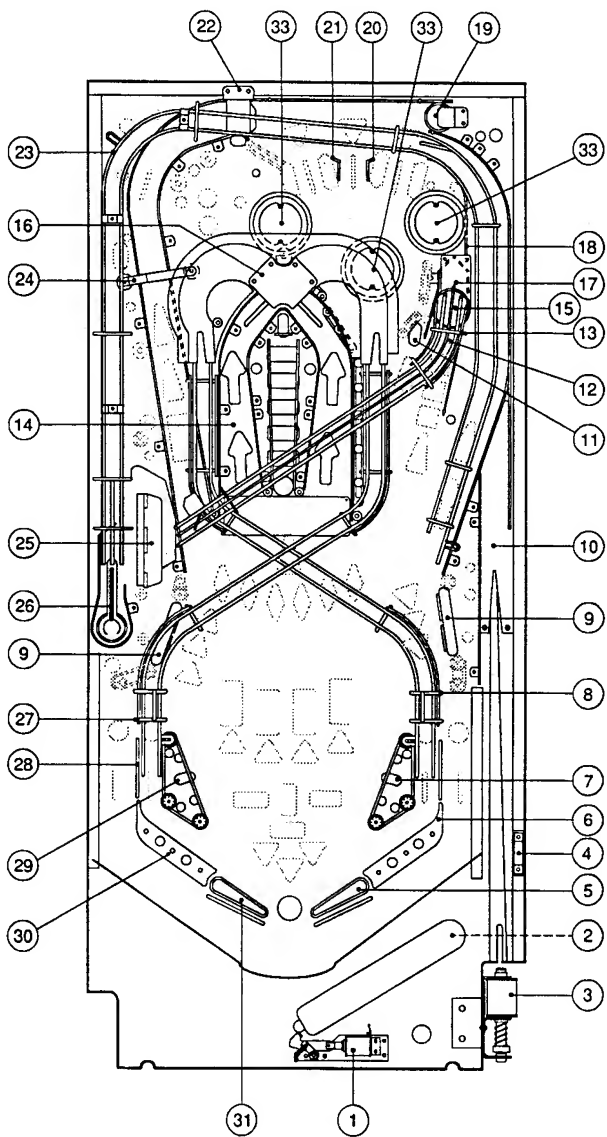
Playfield Parts

Item	Part Number	Description
1	A-8039-3	Outhole
2	C-9638	Ball Release
a)	B-9362-R-3	Coil & Bracket Assembly
3	A-14525	Shooter Lane Kicker
4	20-9691	Level
a)	03-8633	Level Mount
5	A-15205-R-2	Right Flipper Assembly
a)	20-9250-6	Yellow Flipper Paddle & Shaft
6	A-15403-2	Right Flipper Paddle Return
7	B-12665	Kicker Assembly
a)	A-14369-R	Coil & Bracket
8	A-15412	Right Wire Ramp
9	A-15741	Standup Target
10	01-10489	Shooter Ramp Bracket
11	A-15658-2	Oblong Target
12	A-15211	Drop Target
13	A-15405	Reel Enter ramp
14	A-15109	Boat Assembly
a)	A-14691-5	Captive Ball Target
15	D-11335-1	Ball Popper
16	A-15055	Boat Ramp
17	A-15373	Ball Guide Unit
18	12-7033	Wire Ball Guide
19	B-9361-R-11	Ball Eject
a)	B-9362-R-3	Coil & Bracket
20	12-7024-2	Wire Ball Guide
21	12-7024-1	Wire Ball Guide
22	B-10732-L	Ball Gate Assembly
a)	A-14422	Ball Gate Actuator
23	12-7033	Wire Ramp Guide
24	A-15401	Spin Target & Light Assembly
25	A-14945	Fish Reel Unit
a)	14-7967	Motor
b)	A-15340	EMI Motor Board
c)	A-14231	LED Board
d)	A-14232	Trans Board
e)	A-13901-1	Opto Switch Board
26	A-14947	Catapult
27	A-15413	Left Wire Ramp
28	12-6466-10	Wire Guide
29	B-12665	Kicker Assembly
a)	A-15749	Coil & Bracket Assembly
30	A-15403-1	Left Flipper Return
31	A-15205-L-2	Left Flipper Assembly
a)	20-9250-6	Yellow Flipper Paddle & Shaft
32	A-13204-50005	Bottom Arch Assembly
33	B-9414-3	Jet Bumper Assembly
a)	B-12030-2	Switch Assembly
b)	A-9415-2	Coil & Bracket Assembly

Not Shown

A-13204-50005	Bottom Arch Assembly
12-6842	Wire Fence
16-50005-1	Instruction Card
20-9041	Tinnerman Speednut
20-9045	Instruction Card Cover
23-6313-1	Rubber Grommet
31-1008-50005	Screened Bottom Arch
A-15058	Flipper Cabinet Switch
01-3569-1	Ball Return Runway
03-8674-2	Jet Bumper Mylar
03-8674-3	Small Playfield Mylar
03-8674-4	Boat Mylar
20-6500	Steel Ball

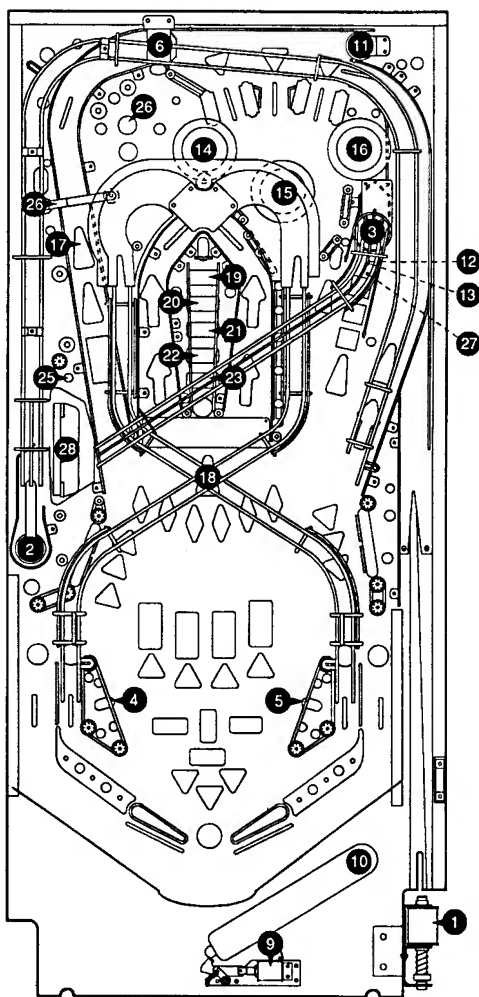
Playfield Parts Locations



Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connections Playfield - Insert - Hood	Driver Tmatr	Solenoid Part Number Flashlamp Type	
01	Ball Shooter	High Power	Vio-Brn	J130-1	Q82	AE-23-800	
02	Catapult	High Power	Vio-Red	J130-2	Q80	AL-23-800	
03	Ball Popper	High Power	Vio-Grn	J130-4	Q78	AE-24-900	
04	Left Sling	High Power	Vio-Yel	J130-5	Q76	AE-27-1200	
05	Right Sling	High Power	Vio-Gm	J130-6	Q64	AE-27-1200	
06	Left Gate	High Power	Vio-Blu	J130-7	Q66	A-14406	
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800	
08	Backbox Fish	High Power	Vio-Gry	J130-9	Q70	AE-23-800	
09	Outsole	Low Power	Bm-Blk	J127-1	Q58	AE-27-1200	
10	Ball Release	Low Power	Bm-Red	J127-2	Q56	AE-26-1200	
11	Exit Hole	Low Power	Bm-Grn	J127-4	Q64	AE-26-1200	
12	Drop Target Up	Low Power	Bm-Yel	J127-5	Q62	AE-26-1200	
13	Drop Target Down	Low Power	Bm-Gm	J127-6	Q60	SM1-26-600	
14	Left Jet Bumper	Low Power	Bm-Blu	J127-7	Q48	AE-26-1200	
15	Center Jet Bumper	Low Power	Bm-Vio	J127-8	Q46	AE-26-1200	
16	Right Jet Bumper	Low Power	Bm-Gry	J127-9	Q44	AE-26-1200	
17	Jackpot Flasher	Flasher	Blk-Brn	J126-1	Q42	1PL #906	
18	Super Jackpot Flasher	Flasher	Blk-Red	J126-2	Q40	1PL #906	
19	Instant Multi-Ball Flasher	Flasher	Blk-Grn	J126-3 J125-3	Q38	1PL #906 2 IS #906	
20	Light Extra Ball Flasher	Flasher	Blk-Yel	J126-4 J125-5	Q36	1PL #906 2 IS #906	
21	Rock the Boat Flasher	Flasher	Blu-Gm	J126-5 J125-6	Q28	1PL #906 2 IS #906	
22	Video Mode Flasher	Flasher	Blu-Blk	J126-6 J125-7	Q30	1PL #906 2 IS #906	
23	Hold Bonus Flasher	Flasher	Blu-Vio	J126-7 J125-8	Q34	1PL #906 1 IS #906	
24	Not Used	Flasher	Blu-Gry		Q32		
25	Reel Flasher	Flasher	Blu-Brn	J122-1 J124-1 J124-1	Q26	1PL #89/1HD #906 2 IS #906	
26	Top Left Flasher	Flasher	Blu-Red	J122-2	Q24	1PL #89/1PL #906	
27	Casters Club Flasher	Flasher	Blu-Grn	J122-3 J124-3	Q22	1PL #89 1 IS #906	
28	Reel Motor	Low Power	Blu-Yel	J122-4	Q20	16-2367	
General Illumination				Playfield - Insert - Cabinet-Hood			
01	Backbox G.L.	G.L.	Wht-Brn	J121-7	Q18	#555	
02	Backbox G.L. / Hood	G.L.	Wht-Grn	J121-8	J120-8	Q10	#555
03	Playfield G.L.	G.L.	Wht-Yel	J120-9		Q14	#44
04	Backbox G.L.	G.L.	Wht-Gm	J121-10		Q16	#555
05	Playfield G.L. / Coin Door	G.L.	Wht-Vio	J120-11	J119-1	Q12	#44
Flipper Circuits				Playfield	Pwr	Hold	
Lower Right Flipper				Blu-Yel #907-8, 9	Q4	O11	FL-11629
Lower Left Flipper				Gry-Yel #907-6, 7	Q3	Q9	FL-11629

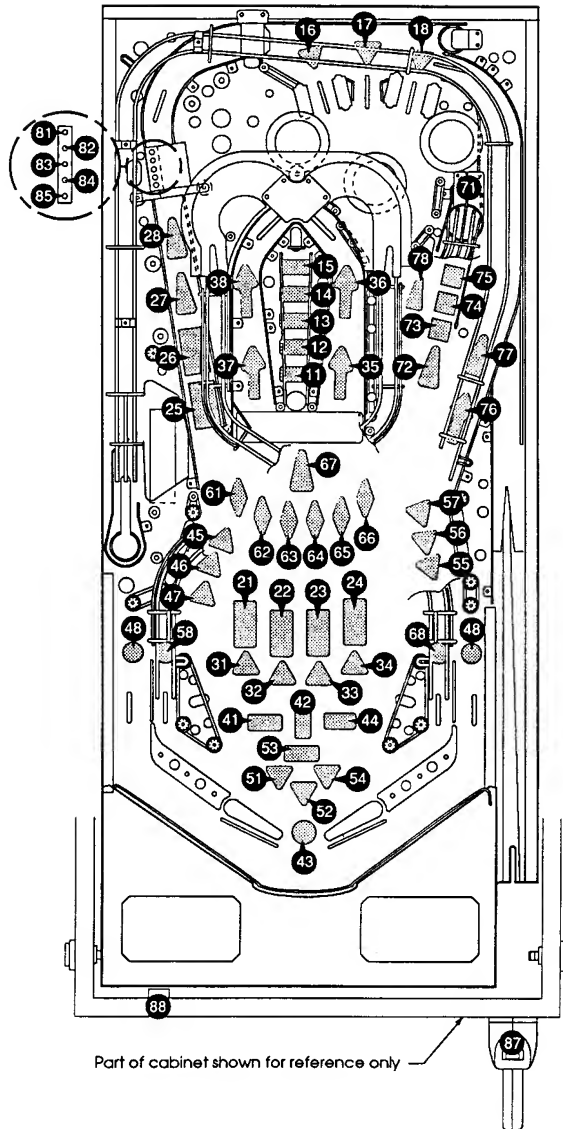
Solenoid Locations



Lamp Matrix

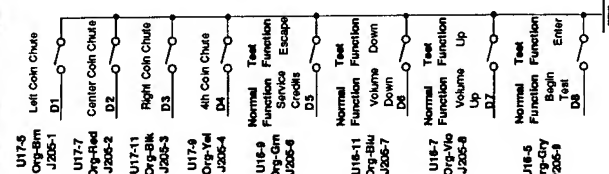
Column	1	2	3	4	5	6	7	8
Row	Q88 Yel-Brn J137-1	Q97 Yel-Red J137-2	Q96 Yel-Org J137-3	Q95 Yel-Blk J137-4	Q84 Yel-Grn J137-5	Q83 Yel-Blu J137-6	Q82 Yel-Vio J137-7	Q81 Yel-Gry J137-8
1	Q80 Red-Brn J133-1	Hold Bonus Stringer 1 Body	Stringer 1 Tail	Tropical	Bonus 1X	School Fish 1	Casters Club	Stretch 5X Actual
2	Q89 Red-Blk J133-2	Video Mode Stringer 2 Body	Stringer 2 Tail	Freshwater	Bonus 2X	School Fish 2	Doubles Jackpot	Stretch 3X Actual
3	Q88 Red-Org J133-4	Rock Boat Stringer 3 Body	Stringer 3 Tail	Cast Again	Auto Cast	School Fish 3	Lock 3	Stretch 2X Actual
4	Q87 Red-Yel J133-5	Light Extra Ball Stringer 4 Body	Stringer 4 Tail	Deep Sea	Bonus 4X	School Fish 4	Lock 2	Stretch Actual Size
5	Q86 Red-Grn J133-6	Instant Multi-ball Lt Side Feeding Frenzy	Right Boat Entry	Left Fish Head	Right Fish Head	School Fish 5	Lock 1	Stretch Total Lie
6	Q85 Red-Blu J133-7	Lie L Monster Bonus	Rt Boat Feeding Frenzy	Left Fish Body	Right Fish Body	School Fish 6	Rt Side Feeding Frenzy	Video Mode
7	Q84 Red-Vio J133-8	Lie I Fish Finder	Left Boat Entry	Left Fish Tail	Right Fish Tail	Super Jackpot	Long Cast	Cast
8	Q83 Red-Gry J133-8	Lie E Jackpot	Left Boat Feeding Frenzy	Specials	Light Long Cast	Light Fish Finder	Extra Ball	Start Button

Lamp Locations

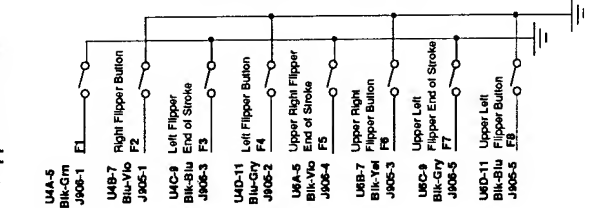


Switch Matrix

Dedicated Switches

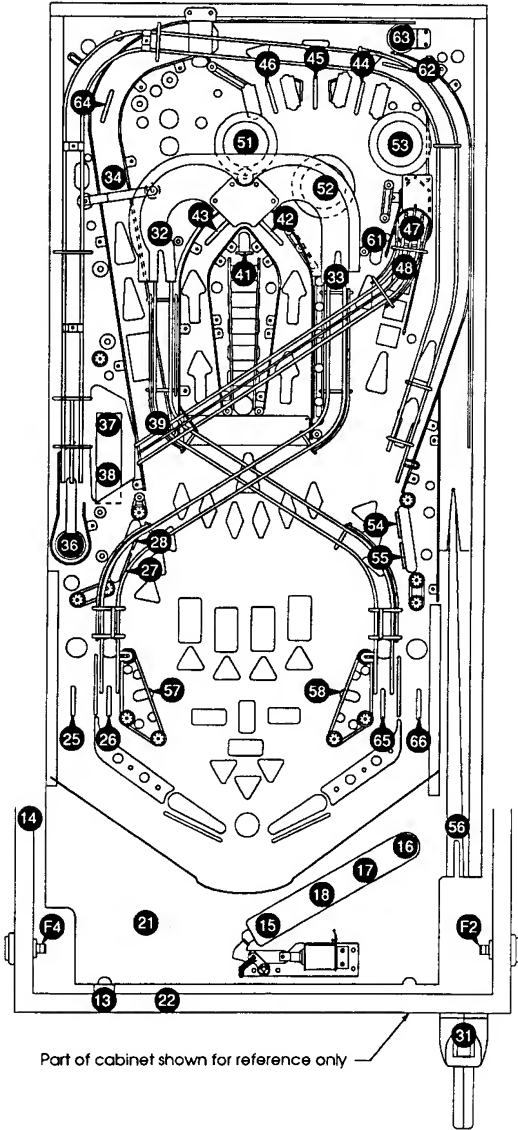


Flipper Switches



Column	1	2	3	4	5	6	7	8
Row	U18-11 Gm-Blu J205-1	U20-17 Gm-Red J205-2	U20-18 Gm-Org J205-3	U20-15 Gm-Yel J205-4	U20-14 Gm-Blk J205-5	U20-13 Gm-Blu J205-6	U20-12 Gm-Vio J205-7	U20-11 Gm-Gry J205-8
1	Slam Tilt 21	Not Used 11	Left Door Closed 22	Right Door Ext. Jkt. 41	Center Ext. Jkt. 51	Top Right Loop 61	Not Used 71	Not Used 81
2	Not Used 12	Coin Door Closed 22	Left Door Ext. Jkt. 32	Right Door Ext. Jkt. 42	Center Ext. Jkt. 52	Top Right Loop 62	Not Used 72	Not Used 82
3	Start Button 13	Ticket Opto. 23	Right Door Ext. Jkt. 33	Left Door Ext. Jkt. 43	Right Ext. Jkt. 53	Top Right Loop 63	Not Used 73	Not Used 83
4	Whit-Yel J205-4	Always Closed 24	Spinner Ext. Jkt. 34	Left Ext. Jkt. 44	Right Ext. Jkt. 54	Top Right Loop 64	Not Used 74	Not Used 84
5	Whit-Gm J205-5	Left Outlane 25	Reel Ext. Jkt. 35	Left Ext. Jkt. 45	Right Ext. Jkt. 55	Top Right Loop 65	Not Used 75	Not Used 85
6	Whit-Blu J205-7	Left Return Lane 26	Catapult Ext. Jkt. 36	Left Ext. Jkt. 46	Right Ext. Jkt. 56	Top Right Loop 66	Not Used 76	Not Used 86
7	Whit-Vio J205-8	Stand-up Tilt 27	Reel Ext. Jkt. 37	Left Ext. Jkt. 47	Right Ext. Jkt. 57	Top Right Loop 67	Not Used 77	Not Used 87
8	Whit-Gry J205-8	Stand-up Tilt 28	Reel Ext. Jkt. 38	Left Ext. Jkt. 48	Right Ext. Jkt. 58	Top Right Loop 68	Not Used 78	Not Used 88

Switch Locations



WARNINGS & NOTICES

WARNING

FOR SAFETY AND RELIABILITY, substitute parts and equipment modifications are not recommended. Use of Non-WILLIAMS parts or modifications of game circuitry, may adversely affect game play, or may cause injuries.

SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS may void FCC Type Acceptance.

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WARNING

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generated, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

RF Interference Notice

CABLE HARNESS PLACEMENTS and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

FCC STICKER. Check the back of your game to verify that an FCC-certification sticker was attached to your game at the factory. All games that leave the WILLIAMS plant have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor may result, if the sticker is missing. If you receive a game, manufactured after December 1982, that has no FCC sticker, call WILLIAMS for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.



CAUTION

**Transport this game ONLY
with hinged backbox DOWN!**

"Orange Blossom Special"

(Words and Music By: ERVIN T. ROUSE)

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